

Abstract

A system and method is directed at providing collision-free transmission of packets into a channel, such that: an upper bound can be enforced for the time elapsed between two consecutive time slots assigned to the same node; no
5 collision-avoidance handshake is required for each packet transmission, and no pre-assignment of transmission times (slots), channels, or codes are required. Time is divided into frames consisting of a known number of time slots, and frames can be further organized into epochs.

